

Mathematical problem solving game

Abstract of the disclosure

In accordance with the present invention, a mathematical problem solving game, features a game control box that when shaken will randomly display one solution number plus four calculation numbers that must each be used just once to form two questions having answers that can form a third question with a final answer equal to the displayed solution number, simple example: calculation numbers 2, 4, 1, 3 Solution number =2, to create a correct answer- form two questions $2-1=1$ $4-3=1$ use the two answers to form one question $1+1$ equals the displayed solution number =2, to initiate the game; a player shakes the control box then openly displays for players to review the four calculation and one solution number, players earn points by being the first to declare a correct solution and the first to correctly declare no solution possible, also correctly declare "Solved it" after a "No solution" is declared, a timing device adds five.

FIELD OF THE INVENTION

The present invention relates to a dual skill level mathematical problem solving game and more particularly to a game that has multiple players competing to be the first to solve a dual skill mathematical question, rules of the game provide means of scoring points and strategies for maximizing the points earned. A game control box indicates dual skill levels that can be used to formulate a correct answer. This dual skill level feature creates a capability for players of a variety of skill levels to play the game. A particular skill is the ability of players to visualize and focus on their next challenge, as they make the decision to formulate a question that will provide an answer that will meet the requirements of creating a viable third question.